

Game Concept

A platform game where character (wolf) moves along the screen with a forest, avoiding and attacking its enemy (hunter).



Wolf



Hunter



background



gem

The enemy will shoot at the wolf's direction and the wolf will be able to collect gems, which gives wolf the ability to shoot at the hunter.

The wolf should be able to move with left and right arrow keys and space for jumps.

Each level will increase in difficulty as more enemies appear.

The basic level (level 1) will look something like this:

